

### Army List: Heroes / Ents / Treemen

Name [Size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Forest Lord [1]	3+	3+	Hand Weapons (A3)	Hero, Slow, Tough(4)	A	60pts
Forest Ranger [1]	4+	5+	Hand Weapons (A3)	Hero, Stealth, Strider, Tough(3)	B	45pts
Forest Shaman [1]	5+	6+	Hand Weapons (A1)	Hero, Slow, Tough(3), Wizard(1)	C	35pts

C: Upgrade Wizard(1): Wizard(2) +15

D: AP + 1

### Army List: Troops - Forest Dwellers

Name [Size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Forest Spirits [3]	4+	5+	2x Hand Weapons (A3)	Strider, Regeneration, Tough(3)	All: +5 for bow (18", A1) or +15 for bow (30", A1, AP(1))	180pts
Saplings [5]	4+	5+	Flung Boulders (24", A1, AP(1), Blast(3), Indirect), Hand Weapons (A1)	Slow, Tough(2)	D	155pts
Forest Druid [1]				Shapeshifter, Forest Defender	C: Upgrade Wizard(1): Wizard(2) +15	110pts
- Wizard Form	4+	6+	Hand Weapon (A1)	Wizard(1)		
- Beast Form	4+	3+	Claws (A6, AP(2))	Fear, Strider, Tough(3)		
Lord's Familiar [1]	5+	6+	Hand Weapons (A1)	Familiar (Forest Lord), Repair		25pts

Dryads? With bows? A little ranged attack would be good.

### Army List: Troops - Animals

Name [Size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Forest Dragon [1]	4+	2+	Claws (A6, AP(2), Poison)	Fear, Withering Breath, Flying, Tough(6)		180pts
Great Bear [1]	4+	2+	Claws (A6, AP(2))	Fear, Impact(3), Tough(6)		155pts
Forest Trolls [3]	4+	5+	Hand Weapons (A3, AP(1))	Regeneration, Tough(3)		165pts
Forest Bears [5]	4+	4+	Claws (A2)	Tough(2)		135pts



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Not published yet.  
 Last updated 1st January, 2023.  
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### Army List: Troops - Animals (cont)

Forest Owls [3]	3+	5+	Claws (A2)	Fast, Flying, Scout	120pts
Wild Boar [1]	4+	4+	Tusks (A3, AP(1))	Fast, Furious, Impact(3), Tough(3)	60pts

### Army List: Troops - Bugs

Name [Size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Giant Slugs [3]	4+	3+	Slime (A2, Poison)	Regeneration, Slow, Tough(2)		115pts
Slimy Beast [1]	3+	2+	Tongue Grasp (12", A1, AP(1), Sniper), Claws (A6, AP(1), Poison)	Fear, Flying, Tough(6), Madness		190pts
Giant Spider [1]	3+	2+	Claws (A6, AP(1), Poison)	Fast, Fear, Strider, Tough(6)		175pts
Spiders [5]	5+	5+	Claws (A2, Poison)	Fast, Strider		85pts
Forest Creatures Swarm [3]	6+	6+	Hand Weapons (A3)	Fearless, Strider, Tough(3)		60pts

### Army List: Troops - Plants

Name [Size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Triffids [5]	4+	3+	Stinger (12", A1, Rending), Barbs (A2)	Regeneration, Slow, Tough(2)	+20 for Stealth, +20 for Ensnares	195pts
Monstrous Gorse [5]	2+	6+	Thorns (A1, Poison)	Ambush, Immobile, Squishy, Tangling	+10 for Stealth or +20 for chameleon, +10 for Ensnares	95pts
Tangling Roots [5]	6+	6+	Roots (A1, AP(4))	Ambush, Immobile, Tough(2), Squishy		30pts
Plant Cannon? [1]	4+	5+	Heavy Mortar (48", A1, AP(2), Blast(6), Indirect)	Artillery, Immobile, Tough(2)		105pts

## Upgrades: A

### Replace Hand Weapon:

2x Hand Weapons (A3) +10pts

Great Weapon (A3, AP(2)) +10pts

### Upgrade with up to two:

Forest Familiar (A2, AP(1)) +10pts

## Special Rules

**Ensnare** Enemy units get -1 to their melee rolls when fighting against this unit.

**Tangling** Enemy units that fight in melee against this unit count as having the Slow special rule for the rest of the game.

**Squishy** This model has no Defense value, so every hit causes a wound.

**Familiar (Hero)** Familiars may only be taken as a unit (or combined units) along with the specified hero (e.g., "Familiar (Forest Lord)" can only be taken in a unit with the Forest Lord). When rolling to block, the unit and hero both use the defence value of the hero as long as the hero remains alive.

**Chameleon** Enemies get -2 to their shooting rolls against this unit.

**Withering Breath** Once per round, models with this special rule may either deal 3 automatic hits with AP(1) when fighting in melee, or to one enemy unit within 12" when shooting.

**Shapeshifter** At the start of this unit's activation it may choose which form to spend this turn, and may not change until the next activation.

**Forest Defender** Enemy units carrying axes get -1 to their rolls when fighting in melee with this unit.

## Background and Notes

All special rules and elements in this army list are based on existing rules and elements in AoF.

Points are based on the AoF Point Calculator version 1.21.



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Not published yet.  
Last updated 1st January, 2023.  
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Suggested Models		
Creator	Models	Use For
<b>Sets / Full Armies</b>		
Cult Miniatures	Forest Army	
Codex Universalis	BlackWood Guardians	
Epic Miniatures	Savage Mountains	Snail, Dragon, Spiders
<b>Heroes</b>		
Witchsong Miniatures	Lord of the Grove	Forest Lord
<a href="https://www.myminifactory.com/object/3d-print-plague-avatar-259626">https://www.myminifactory.com/object/3d-print-plague-avatar-259626</a>		Forest Lord
Artisan Guild	Uldar Druid, Beast	Forest Druid
<b>Troops - Animals</b>		

Suggested Models (cont)		
Mini Monster Mayhem	Forest Dragon	Forest Dragon
Epic Miniatures	Forest Trolls	Forest Trolls
Epic Miniatures	Owlbears	Forest Bears
TytanTroll Miniatures	Boars	Wild Boar
<b>Troops - Plants</b>		
PrintYourMonsters	Plants	Triffids, Monstrous Gorse
Cast n Play	Shades	Triffids, Monstrous Gorse
Epic Miniatures	Man-Eating Plants	Triffids, Monstrous Gorse
HatredStudios	Valley of Thorns	Monstrous Gorse



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### Suggested Models (cont)

Titan Forge	Swamps	Shrooms, frogs
Helge	Cannon- Plant	Forest Cannon
TigerSkullRPG	Seed Spitter	Forest Cannon

### Troops - Bugs

To Add ...

To do ...

ELIEDE_3D	Wood	Forest
	Golem or	Golem
	Forest	
	Guardian	

<https://www.myminifactory.com/object/3d-print-cruel-marshes-swamp-collection-slime-ooze-encounter-pre-supported-227873>

<https://www.myminifactory.com/object/3d-print-infested-woodlands-set-insect-plant-encounter-forest-collection-pre-supported-227893> Cool giant centipede

<https://www.myminifactory.com/object/3d-print-forest-of-wonders-set-magical-woodlands-collection-pre-supported-250253>



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